

# Mission pack

## BLOOD FRENZY 2013

### Blood Frenzy

**Deployment:** Hammer and Anvil

**Primary Objective:**

Deploy 2 objectives each one in opponents deployment and one in opponents table half. These may not be placed within 12" of each other or any table edge.

Roll off to see who place the first objective.

At the end of the game each objective is worth 3 victory points to the player that captures it.

**Secondary Objectives:**

Slay the warlord, First blood, Nothing can save you now\*, Flying Circus\*, The Name is Bond\*

*\*Nothing can save you now:* All units whit 4+ Invulnerable save or less is worth 1VP.

*\*Flying Circus:* For any Flying (flyers or FMC) units you have destroyed at the end of the game is worth 1VP.

*\*The Name is Bond:* : For any named characters you have destroyed at the end of the game is worth 1VP.

**Mission special rules:**

Night fight, Reserves, Attrition, Taken by any means\*.

*\*Taken by any means:* All units, whit the exception of Independent characters, flyers, FMC, dedicated transports, count as scoring units for the puposes of capturing objectives in this mission.

# Fire Tide

**Deployment:** Dawn of War

## Primary Objectives:

Deploy 1 objective in the center of the table. At the end of the game that objective is worth 4 victory points to the player that captures it (only troop units can capture objectives in this mission).

## Secondary Objectives:

Killpoints\*, Slay the warlord, Linebreaker, Nothing can save you now\*, Flying Circus\*, The Name is Bond\*

*\*Killpoints:* Each player scores 1 victory points for each unit that are completely destroyed at the end of the game.

*\*Nothing can save you now:* All units with 4+ Invulnerable save or less is worth 2VP instead of 1VP.

*\*Flying Circus:* For any Flying (flyers or FMC) units you have destroyed at the end of the game is worth 2VP instead of 1VP..

*\*The Name is Bond:* : For any named characters you have destroyed at the end of the game is worth 2VP instead of 1VP.

## Mission special rules:

Night fight, Reserves, Raging Inferno\*.

*\*Raging Inferno:* At the start of every turn's shooting phase the player whose turn it is roll a dice, on a roll of 3+ places an Inferno marker in the center of the table. An Inferno marker is the big blast marker of fire. The marker scatters 1 D6 once it been placed. Any model under the marker suffers strength 4 AP- hit.

The Inferno markers remain in play and scatters 2 D6 in the start of every player's shooting phase and it will cause hits against models under it. If the raging inferno scatters off the table put it back immediately in the center of the table.

# Extermination

**Deployment:** Search and destroy

## Primary Objectives:

Destroy enemy units are worth varying numbers of victory points to the player depending on their military value.

Warlord = 3vp

Flyers = 3vp

Headquarters = 2vp

FMC = 2vp

Heavy support = 2vp

Fast Attack = 2vp

Elite = 2vp

Troops = 1vp

Fortifications = 2vp\*

\*destroyed or captured

## Mission special rules:

Night fight, Reserves, Martial Temper\*.

\*Martial temper: any unit making its first assault into combat during the game gains the furios charge special rules if they do not already posses it.

# Fog of War

**Deployment:** Vanguard Strike

## Primary Objectives:

Each player scores 1 victory points for each unit that is completely destroyed at the end of the game.

## Secondary Objectives:

Slay the warlord, First blood, Nothing can save you now\*, Flying Circus\*, The Name is Bond\*

*\*Nothing can save you now:* All units with 4+ Invulnerable save or less is worth 2VP instead of 1VP.

*\*Flying Circus:* For any Flying (flyers or FMC) units you have destroyed at the end of the game is worth 2VP instead of 1VP..

*\*The Name is Bond:* : For any named characters you have destroyed at the end of the game is worth 2VP instead of 1VP.

## Mission special rules:

Night fight rules are in effect for the first and second turn of the game only, Reserves, Fog of war\*.

*Fog of war:* after deployment and the placement of infiltrators, but before the game begins, each army can redeploy a single unit anywhere within their deployment zone. Roll off to see which player has the choice of redeploying first or second.

## VP Differens:

0: 10-10

1: 11-9

2: 12-8

3: 13-7

4: 14-6

5: 15-5

6: 16-4

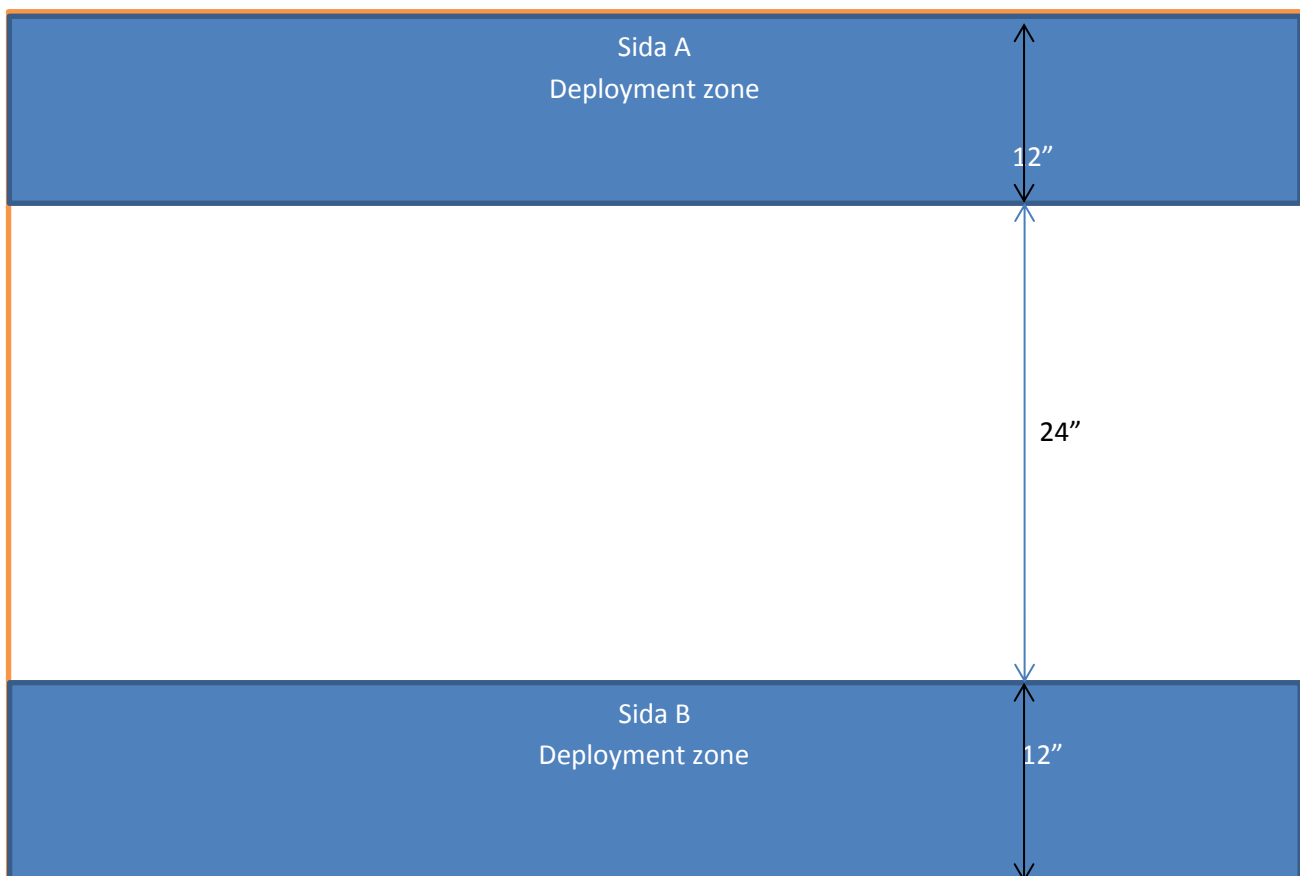
7: 17-3

8-9: 18-2

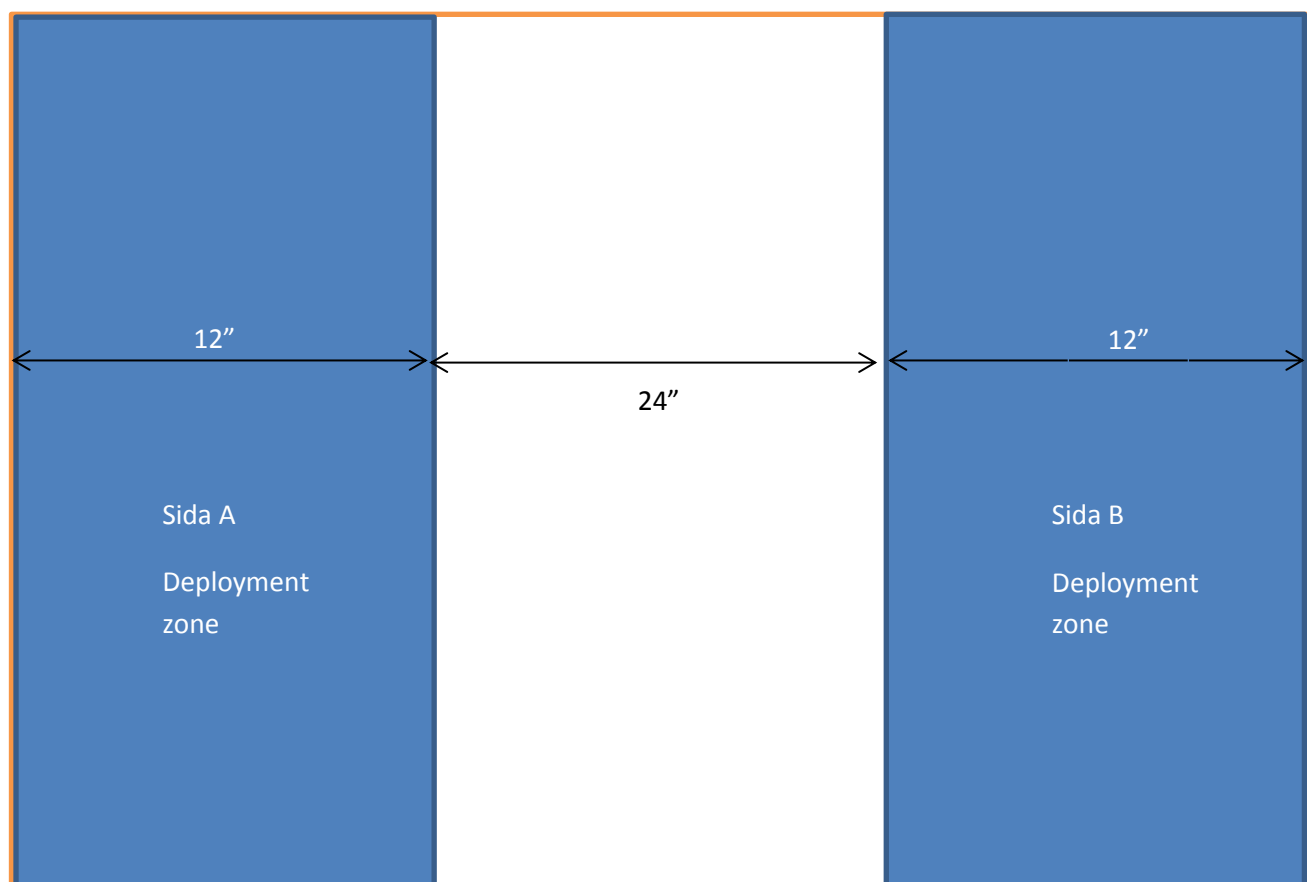
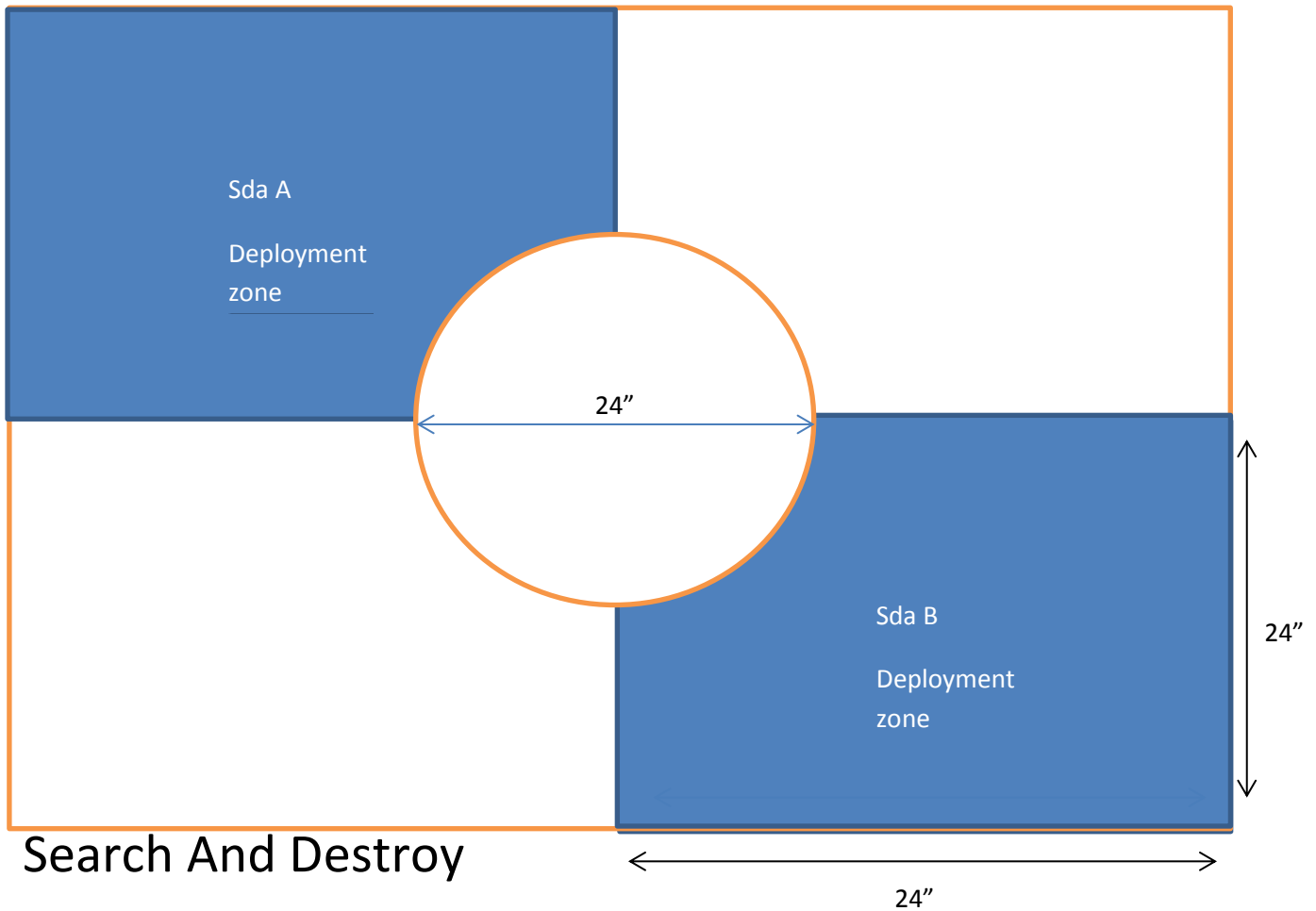
10-11: 19-1

12+: 20-0

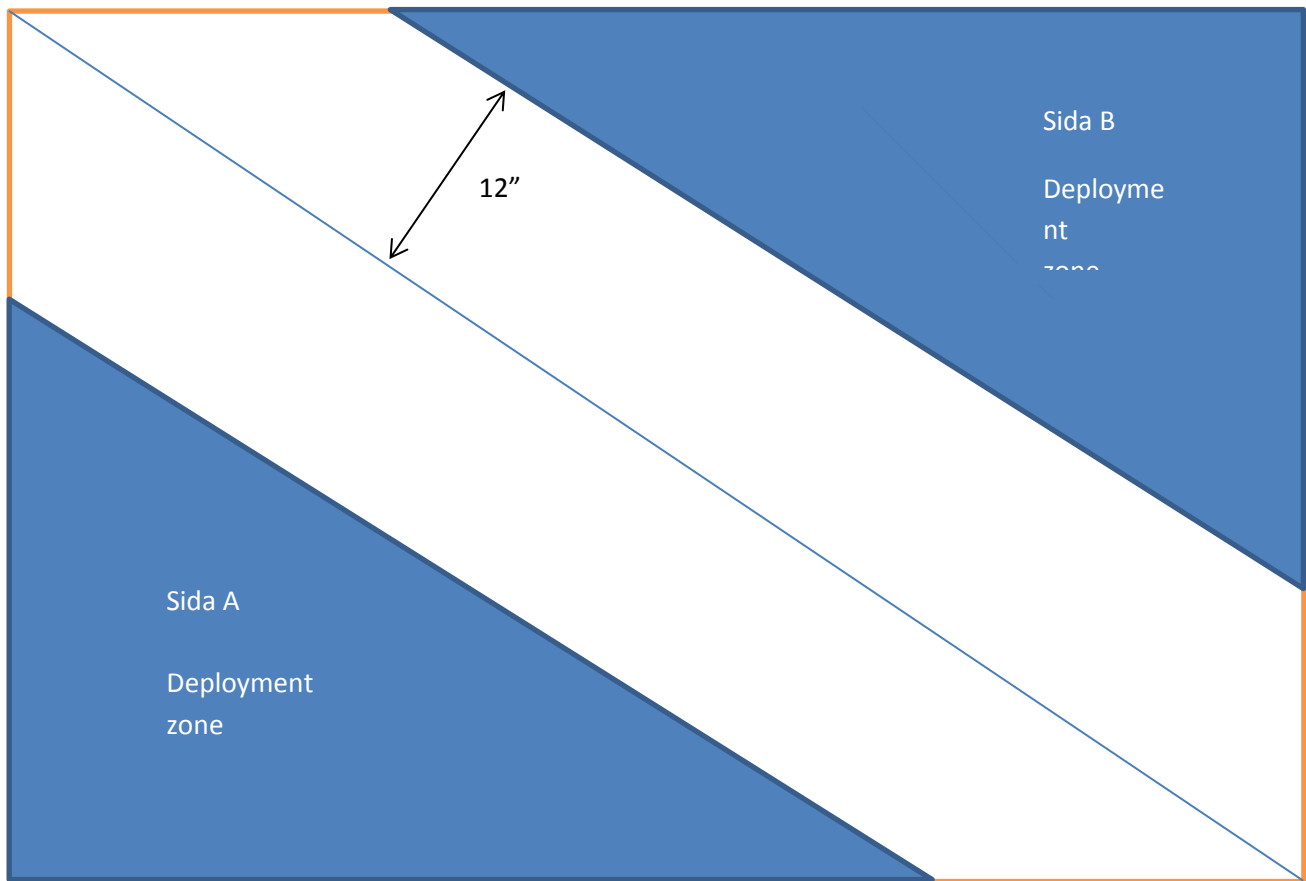
Vid en eventuell "wipe" så avslutas matchen direkt och ingen extra tid ges för att ta objektiv osv.



Dawn Of War



Hammer and Anvil



Vanguard Strike